COOL CYBER GAMES

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Milestone 4 Completed Tasks

Tasks Overview

Finish game: Master the Password

Finish Game: File Detective

Finish game: Web Quest

Backend connections + Website Additions

New Game Plan and Development Start

Progress Summary

Task	Complete	Anthony	Matthew	Ben	Brice	To do
Implement, test & demo two *new levels for Game: Master the Password*	80%	100%	0%	0%	0%	Finish adding more NPCs, dialogues, and chests
Implement, test & demo *Game: File Detective*	60%	0%	0%	100%		Finish game logic, finish game mechanics , polish, test
Implement, test & demo *Game: Web Quest*	40%	0%	100%	0%	0%	Finish game logic, finish game mechanics , polish, test
Implement & test Backend→Frontend Game connection for Malware Maze	90%	10%	90%	0%	0%	Implement & test Backend→Frontend Game connection for Malware Maze
Implement, test & demo Frontend user dashboard and leaderboard	90%	0%	100%	0%	0%	Implement, test & demo Frontend user dashboard and leaderboard
Plan, Design & Start execution: *New Game: AI Annihilator*	100%	0%	100%	0%	0%	Start the execution and development stage Create physical game view, logic and mechanics Connect game statistics to backend and test

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Milestone 4 Task Discussion

Master the Password

- Created two new unique areas to explore

- Created new indoor areas

- Created new NPC dialogues

- Still adding chests and NPCs to the two new areas

File Detective

- Added Intro Section

- Added How to play option

- Removed Scan with DB, making game too easy

- added progress bar above question

- Shield mascot added to intro

Web Quest

- Developed new assets

- Developed start game UI as well as interactive quiz panels

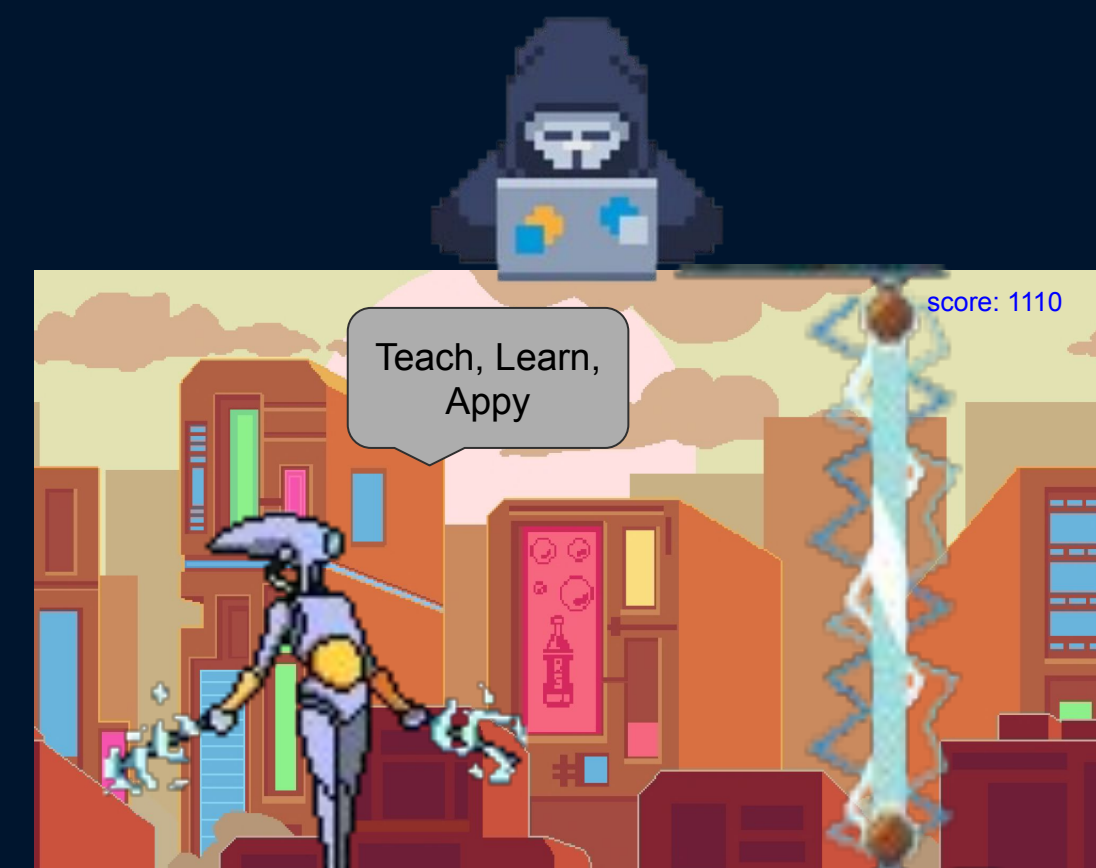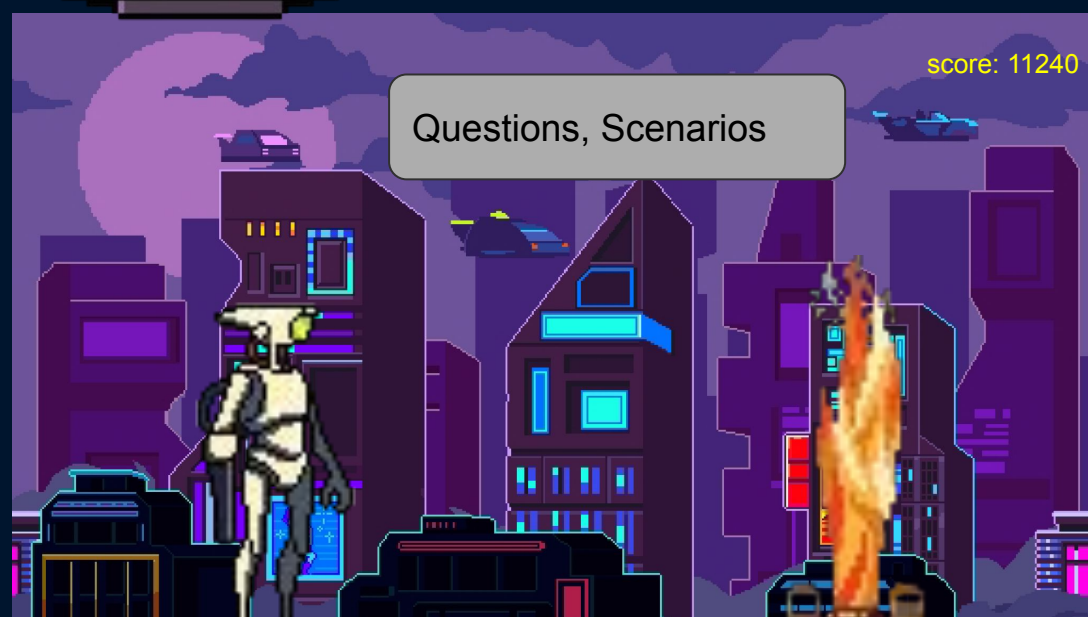- Developed 4 levels (level 4 in progress) designed to be a fun experience for the player

New Game - AI Annihilator

- Learn AI safety by battling a "hacker-bot." Each encounter: a teach moment → scenario → multiple-choice decision. Good choices "hit" the boss, awards points/power-ups; wrong choices give punishments(lost points, re-learn).

- Learning goals:

  - What info never to share with AIs (PII, secrets, company IP)
  - Spotting sensitive information prompt, response 'hallucinations'
  - Understand how their information can be taken and used
  - Safer prompting habits

Backend Connections

Added secure REST endpoints for scores, achievements, and progress `server.js`
- app.post('/api/score', isAuthed, async (req, res) => {
- app.post('/api/achievement/unlock', isAuthed, async (req, res) => {
- app.get('/api/leaderboard', async (req, res) => {
- app.get('/api/me', isAuthed, async (req, res) => {

Normalized mongo data models (Users, GameResults, Achievements)
- /models/GameResult.js
- /models/User.js
- /models/Achievement.js

Wired from games → backend → dashboard/leaderboard
- On_Complete→ req = HTTPRequest.new()--> req.request("api/score/…
- fetch('/api/score', {
- fetch('/api/achievement/unlock', {

Session-based auth (Google OAuth) and server-side validation

User dashboard and leaderboard

What's new?!

- Dashboard: shows total points, completed game stats, locked/unlocked badges, and progress bars

- Leaderboard: global ranking by total player points

- Game pages: connected to backend

- Performance: fast fetches, client-side caching

User dashboard

User Leaderboard

Global Leaderboard

Climb the ranks by solving challenges, completing games, and mastering cybersecurity skills.

[2] Anthony
0 XP

[1] Matthew Goe...
900 XP

[3] Nahir Santies...
0 XP

Rank	Player	Score	Games Completed
[1]	Matthew Goembel	900	1
[2]	Anthony	0	0
[3]	Nahir Santiesteban	0	0
[4]	Anthony Clayton	0	0
[5]	Anthony Clayton	0	0
[6]	Holly Wilson	0	0
[7]	Michael McKinley	0	0
[8]	Cirenio Sanchez	0	0
[9]	Patrick G	0	0
[10]	Maria Linkins-Nielsen	0	0
[11]	Matthew Goembel	0	0

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Demos

Website ⟶ *https://coolcybergames.com*

Master the Password Demo ⟶ *https://youtu.be/jWoGV1jN17U*

Web Quest Demo ⟶ *https://youtube.com/live/gSUHSt2-5VQ*

Master the Password New Areas

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Milestone 5 Tasks

Task	Anthony	Matthew	Brice	Ben
Make Poster	25%	25%	25%	25%
Finish game: Master the password w/ backend & website sync	100%	-	-	-
Finish game: File Detective w/ backend & website sync	-	-	100%	-
Finish game: Web Quest w/ backend & website sync	-	-	-	100%
Enhance to dashboard, leaderboard, games, and profile tabs	-	100%	-	-
Finish game: AI Annihilator w/ backend & website sync	-	100%	-	-

Milestone 5 Task Discussion

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Task Discussion

- **Make Poster**

- **Finish Master the password w/ backend & website sync**

- **Finish File Detective w/ backend & website sync**

- **Finish Web Quest w/ backend & website sync**

- **Fix + Enhance to dashboard, leaderboard, game, and profile screens**
  - Improve visuals (badges, progress bars), Ensure dashboard/leaderboard are fully synced with all current games.

- **Finish Ai Annihilator w/ backend & website sync**
  - Build out full game logic (encounters, scenarios, multiple-choice challenges), Connect scoring and achievement unlocks to backend, Test dashboard/leaderboard integration to confirm new game data flows correctly.

Thank you!

Any Questions?